

## INTRODUCTION

Welcome to the City of Eugene Library, Recreation, and Cultural Services Department Softball Program.

The softball program is ideally suited for those individuals seeking competition, camaraderie and escape from everyday routines. The Athletics staff strives to offer a well-organized program that is played at quality facilities and officiated by qualified umpires. We are confident that you and your teammates will enjoy the experience.

Your suggestions and recommendations are always welcome so that we may continually work to improve your program.

Best of luck to your team. Have an enjoyable season!

## ATHLETICS STAFF

Athletics Manager..... Dave Battaglia

Athletics Program Supervisor.... Janet Whitty

Office Coordinator..... Karen Meats

Umpires..... Eugene Softball Umpires Association  
Ray Cunningham, Umpire-in-Chief

Softball Advisory Committee .... **Men's**

Joey Blum

Steve Hertzberg

Sanford Rice

Dennis Ross

**Women's**

LeeSa King

Kellie Nemke

Regie Valenti

**Coed**

Carolyn Anthony

Mike Shippey

Regie Valenti

**Men's Masters**

Larry Abel

Kevin Burke

# **Men's, Women's, and Coed Softball Leagues**

## **Rules & Regulations**

### **2009**

All softball leagues will abide by the 2009 Amateur Softball Association (ASA) rules and/or the following regulations:

#### **I. OBJECTIVES OF THE PROGRAM**

- A. To provide an opportunity for interested individuals to play softball in an organized manner.
- B. To provide wholesome recreational play and not merely to declare a league champion.
- C. To adequately meet the scheduling needs of a wide range of player ability levels.

#### **II. MANAGEMENT AND AUTHORITY**

- A. The general management of the softball program and all teams involved in each league shall be the responsibility of the Athletics program, and final authority on any matter pertaining to the program resides with the Athletics staff. Any concerns regarding the program should be directed to this area.
- B. If more teams are needed to fill any league, the Softball Advisory Committee and the Athletics staff have full authority to take whatever measures deemed necessary to create a balance among all the leagues to involve as many teams as possible in the program.
- C. Upon entering a league, each team and all players agree to abide by the rules and regulations stated in this rulebook.

#### **III. FEES AND REFUNDS**

- A. No team fees will be refunded after registration has taken place, unless a replacement team is found.
- B. Money (fees) will not be refunded to any player or team expelled from the league.

#### **IV. LEAGUES AND SEASONS**

##### **Leagues**

- A. Men's A-D: Leagues of various skill levels with strong recreational emphasis.
- B. Senior Men's: Players must be 50 years of age or older by December 31, 2009. Special rules promote safety and fair play.
- C. Women's A: Top level softball providing an opportunity for competitive play.

- D. Women's B, C, and D: Leagues of various skill levels offering recreational competition.
- E. Coed A: Top level softball providing an opportunity for competitive play.
- F. Coed B, C: Leagues of various skill levels with a strong emphasis on recreational play.
- G. Coed Rec: Recreational league with rule modifications designed to maximize safety and create scoring parity.

### **Seasons**

- A. Summer: End of May through mid-August (ten games). Men's, Women's and Coed leagues play Sunday-Friday.
- B. Fall: The end of August through mid-October (five games). Men's, Women's, and Coed leagues play Monday-Thursday.

### **V. PLAYER ELIGIBILITY**

- A. Age Requirement: Players must be 18 years old. Exception: 16 years or older for women's leagues. **Senior Men's league players must be 50 years of age or older by December 31, 2009.**
- B. Players must be:
  - 1. Listed on the team roster or add form with signature.
  - 2. Registered with only one Men's, Women's and/or one Coed team (except: Senior Men's and Coed Masters.)

**Penalty for Playing Ineligible Players:** Any game in which an ineligible player participates is subject to forfeit. Players found in violation may be placed on suspension for **one calendar year**.

**Player Identification:** Team managers, Athletics staff or the umpire may ask about a player's eligibility before or any time during the game by approaching the umpire and requesting proper I.D. as proof (see proper I.D. below). All players should be advised to have I.D. present at all games. The player(s) in question may not participate until I.D. has been presented to the umpire. The umpire will record players' names and report the protest to the Athletics staff.

To protest player eligibility, teams must ask for an I.D. check at the game. Protests will not be accepted after the completion of the game. **NO EXCEPTIONS!!!**

***Proper I.D. = Picture identification showing player's name (i.e., driver's license, Oregon I.D. card, student I.D., passport).***

- C. Team rosters must be completed and submitted to the Athletics Office at the time of registration.

- D. Add/Drop: Players may be added and dropped from a team roster throughout the season. Player Add Forms must be submitted to the Athletics Office or to the umpire at the game before a new player is eligible. Fax additions are accepted provided the required information is filled out completely. Telephone additions are not accepted.
- E. Changing Teams: If a player chooses to change teams, s/he may do so; however, s/he may never play for two different teams during the same week.
- F. Player Insurance: All players are responsible for their own insurance. Players also understand that there are inherent risks in softball and they must assume those risks.

## **VI. SPECIAL RULES OF CONDUCT**

- A. **Smoking** is not permitted on the playing field or in the team bench area. At Shasta ballfields, smoking is NOT permitted anywhere at the facility, including Shasta's parking lot.
- B. The use of **alcoholic beverages is not allowed**. If there is any confirmed instance of alcohol consumption on the playing field or on the bench, the entire team will be suspended for a minimum of one week. If an individual player participates in the consumption of any alcoholic beverage while on the ballfield premises, which includes the parking lot (before or after the game), that individual will be suspended and not the entire team.
- C. **Intoxicated Players** - Any player who is visibly intoxicated will be removed from the playing field by the umpire or Athletics staff.
- D. **Glass containers** are not allowed on the ballfield premises, including the parking lot.
- E. **Parking** is prohibited in areas not specifically designed for that purpose. Violators may be towed.
- F. **Batting practice** on prepped fields is prohibited at all times. No **batting practice** is permitted on the track area at Shasta.

## **VII. UNIFORMS, EQUIPMENT & SCOREKEEPERS (\*Designates new rule)**

- A. Teams are to supply their own equipment. Catcher's gear is optional. Protective helmets and face guards are allowed.
- B. **Shoes**: Shoes must be worn by all players. Metal, polyurethane, or hard plastic cleats are illegal in all leagues.
- C. **\*Bats**: (1) All bats must bear **either** the ASA approved 2000 Certification mark **or the ASA 2004 certification mark** and must not be listed on an ASA non approved list, and (2) must be included on a list of

approved bat models published by the ASA National Office, or (3) must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect.

- D. **Jewelry:** Exposed jewelry which is judged by the umpire to be dangerous must be removed and may not be worn during the game. Note: Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so as to remain visible.
- E. **Official Scorebook:** Scorebooks are provided to all teams (summer league only). The home team is responsible for keeping the official scorebook. Home team scorekeepers should check with the visiting scorekeeper every inning.
- F. **Assigned Benches:** The home team listed on the schedule will sit on the third base side.
- G. **Uniforms:** All players must wear a permanently numbered shirt or uniform. T-shirts, jerseys, tank tops, and sweatshirts are acceptable. The number must be visible and can be on either front or back, or both; shirt colors do not have to match. Numbers cannot be duplicated between teammates, except in coed where a man and a woman can wear the same number. Players without a number cannot play. ***Players must announce their number before batting if over-clothing is worn during cold weather.***
- H. **Game Balls:** Two game balls are provided by the umpire. Women's leagues play with the (.47 cor) 11" softball. All coed leagues play with both (.47 cor) 11" and (.40 cor) 12" softballs. Teams must provide their own backup balls. Men's leagues play with (.40 cor) 12" softball. At the end of the game, the home team receives both balls. All balls have optic yellow covers for improved player safety.
- I. **\*Pre-Game Plate Talk/Bat Check:** The manager and/or a team representative are required to present all bats to the umpire and opposing team representative at the pre-game plate talk prior to the start of each game. Any late arriving bats must be declared to the umpire and opposing team representative for approval prior to being used.

## **VIII. STARTING TIMES AND TIME LIMITS**

- A. **Game Times:** Weeknight games on lighted fields start at 6:15, 7:30, and 8:45 p.m. Weeknight games on unlighted fields start at 6:00 and 7:15 p.m. Sunday games on unlighted fields start at 4:30, 5:45 and 7:00 p.m. and games on lighted fields start at 4:45, 6:00, 7:15 and 8:30 p.m.
- B. **Infield Practice:** Infield practice will be allowed only if time allows before scheduled game time.

- C. **Length of Game:** All games are seven innings or one hour and 10 minutes in length from the starting time. Time begins with the three warm-up pitches of the home team. No new inning will start after one hour and 10 minutes from starting time unless the game is tied. The umpire's watch is the official time. The actual start time is to be written on the line-up card.
- D. **Tied Games:** If at the end of one hour and 10 minutes or seven completed innings the score is tied, the following tie-breaker will be played to determine a winning team.
1. Starting with the top of the inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five batter is the lead off batter, the number four batter in the batting order will be placed on second base. An eligible substitute may be inserted for the runner).
  2. If for some reason (e.g.,- darkness on unlighted fields or other extraordinary circumstances) a game ends in a tie, the tie will not be broken later. A point system will decide final league standings (2 pts. for a win, 1 pt. for a tie, 0 pts. for a loss).

#### **IX. FORFEITS**

- A. It is the responsibility of each team to be on time. A forfeit shall be called if a team does not have eight (8) players on the field and ready to play at game time. Coed teams must have a combination of 4 women and 4 men at game time (refer to coed rules). Additional players can be added to the lineup if they arrive late to the game. The umpire's watch is the official time. **Forfeits are recorded as a 7-0 score.**
- B. If a team is reduced to fewer than eight (8) eligible players during the game, a forfeit will be declared.
- C. Games will not be rescheduled under any circumstance. Team captains knowing in advance they are unable to field a team are responsible for calling the Athletics staff at 682-5409.
- D. Teams forfeiting one or more games may not be eligible for an award. Not showing up or using ineligible players are types of forfeited games.
- E. Upon mutual team managers' request, umpires will officiate games forfeited due to teams not having the minimum number of players at game time or games forfeited due to uniform infractions under the following conditions:
1. Game time is forfeit time. Once a forfeit has been declared by the umpire, teams have 15 minutes after the scheduled game time to have at least eight (8) players on each team ready to play.

2. Teams involved in the forfeit may "borrow" players from each other or from the previous or subsequent games to meet the minimum player requirement. ALL players must be registered and on an official LRCS roster or must have completed a Player Add Form.
3. The length of the entire game will not exceed 1 hour and 10 minutes past the original scheduled game time.
4. All other league/game rules, sanctions and penalties shall apply.
5. If, for whatever reason, one or both teams are reduced to fewer than eight (8) eligible players, the umpire will not work the game. Teams may use the remaining field time if they choose to do so.

#### **X. LINEUP CARDS**

- A. Before each game begins, all starting players must be listed by first and last names on the lineup card in correct batting order. First and last names will be recorded in the home team scorebook as listed on the lineup card.
- B. Substitutes must also be listed on the lineup card. Substitutes' names may be added any time during the game without penalty. Before entering the game, substitutes must be officially and properly entered in the home team scorebook.
- C. Scorekeepers will get the official starting time of the game from the umpire when the game begins and record it on the lineup card.
- D. Lineup cards must be completed by the scorekeeper and returned to the umpire after the game.

#### **XI. Rainouts**

- A. Any scheduled game cancelled due to weather or other uncontrollable circumstances will be decided by 4:30 p.m. the day of the game. No news is good news. A recorded message will play at 682-6813 after 4:30 p.m., Monday through Friday and after 3:30 p.m. Sunday.
- B. If games are announced to be "on" and the weather conditions change, teams must report to the field. The umpire will decide if the game will be played. **If one game is cancelled, all subsequent games on that field are also cancelled.** *The rainout recording will not be changed after 4:30 p.m.*
- C. Games called because of weather which have not progressed far enough to have been a regulation game (five innings or more) shall be a "no game" and be replayed.
- D. Makeup games will be scheduled by the Athletics staff after the completion of the regular season. Team managers will be notified as to the time and location.

## **XII. Men's and Women's League Game Rules (\*Designates new rule)**

- A. All batters will start their at bat with a 1-1 count.
- B. **Third Strike Foul Ball:** Whether caught or not, the batter is out on the second foul ball after the second strike. The ball is dead and runners may not advance.
- C. **Courtesy Runner Rule:** One (1) injured player per team may request a courtesy runner any time before or during the game. Additional courtesy runners (beyond one) may be allowed for injured players only by approval of the opposing team manager. The player who made the preceding out **must** be used as the courtesy runner. **Once announced, the courtesy runner is in effect the entire game.**
- D. **Mercy Rule:** If a team is behind by 15 or more runs after one hour of play, the losing team manager has the option of continuing or not.
- E. **Over-The-Fence Home Run Rule** (for teams playing at Shasta 1-4, Amazon South and Jack Moore fields): Men's and Women's leagues shall be allowed two home runs, then progressive home runs ("one up"). The batter is ruled out for any home run in excess of this amount.

**Hits over the high netting on Shasta #2 and #3:** In order to discourage this practice, the batter is out and ejected from the game, and the hit counts toward the home run total. If the same batter hits another ball over the high net in a subsequent game, the same penalty will result plus one additional game suspension.

- 1. Any fair fly ball touched by a defensive player which goes over the fence in fair territory, should be declared a four-base award and shall not be included in the total of over-the-fence home runs.
  - 2. Any time the batter is ruled out because of the excessive home run rule, the ball is dead and no runners can advance.
- F. **Warm-Up Pitches:** A pitcher may have three warm-up pitches before the start of any inning; a relief pitcher is also allowed three warm-up pitches.
- G. **Batting Lineup:** Teams have the option of batting all rostered players. Teams must declare the number of batters prior to the start of the game. Once the batting lineup is declared, it remains the same throughout the unless a team has an eligible substitute. All players listed in the batting line-up or as a listed substitute may substitute freely on defense, and they may be added to the bottom of the lineup if they arrive late.
- H. **Injury:** If an injury reduces a men's/women's team to fewer eligible



players than they started with, the batting lineup remains the same; an out **is not** called for the missing batter(s).

- I. **Ejection:** If an ejection reduces a men's/women's team to fewer eligible players than they started with, the batting lineup remains the same; an out **is** called for the missing player each turn at bat.
- J. **Starting with Eight Players:** Teams must start and play with at least eight (8) players. If nine (9) or ten (10) players are present, all must play. If a men's or women's team starts and plays with fewer than ten (10) players, an out is **not** called for the missing player(s). If the 9th or 10th player arrives, s/he will be added to the bottom of the batting order.
- K. **Intentional Delay of Game:** Should a team intentionally stall or slow down a game, it will first receive a warning from the umpire; on the second occurrence, the game will be forfeited.
- L. **Double First Base:** Double first bases will be used in all leagues. If there is a play at 1<sup>st</sup> base, the batter/runner must touch the orange part of the base, and the defense must use the white part of the base. If a play is made at 1<sup>st</sup> base and the runner touches the white portion of 1<sup>st</sup> base, the umpire will call the runner out. If there is no play at 1<sup>st</sup> base, ★ or if a collision is imminent between the runner and the fielder covering 1<sup>st</sup> base, the batter/runner may touch either the white or the orange part of the base.
- M. **Extra Male/Female:** In Men's and Women's leagues any legal substitute may play in the field and not bat if the team has at least 10 batters. The player may substitute for another batter in the lineup at any time.

### **XIII. COED RULES (\*Designates new rule)**

- A. **Count:** All batters begin with a 1-1 count.
- B. **Third Strike Foul Ball:** Whether caught or not, the batter is out on the second foul ball after the second strike. The ball is dead and runners may not advance.
- C. **Courtesy Runner Rule:** One (1) injured player per team may request a courtesy runner any time before or during the game. Additional courtesy runners (beyond one) may be allowed for injured players only by approval of the opposing team manager. The player who made the preceding out **must** be used as the courtesy runner. Exception: In coed play, the courtesy runner must be of the same sex. **Once announced, the courtesy runner is in effect the entire game.**
- D. **Mercy Rule:** If a team is behind by 15 or more runs after one hour of play, the losing team manager has the option of continuing or not.

- E. **Over-The-Fence Home Run Rule** (for teams playing at Shasta 1-4, Amazon South and Jack Moore fields): All teams are limited to two (2) over-the-fence home runs per gender per game, then progressive (one-up). The batter is ruled **out** for any home run in excess of this amount. **Hits over the high netting on Shasta #2 and #3:** In order to discourage this practice, the batter is out and ejected from the game, and the hit counts toward the home run total. If the same batter hits another ball over the high net in a subsequent game, the same penalty will result plus one additional game suspension.
1. Any fair fly ball touched by a defensive player which goes over the fence in fair territory, should be declared a four-base award and shall not be included in the total of over-the-fence home runs.
  2. Any time the batter is ruled out because of the excessive home run rule, the ball is dead and no runners can advance.
- F. **Warm-Up Pitches:** A pitcher may have three warm-up pitches before the start of any inning; a relief pitcher is also allowed three warm-up pitches.
- G. **Starting with Eight Players:** Coed teams must start and play with at least eight (8) players (never fewer than 4 of either sex). If nine (9) or ten (10) players are present, all must play. If the 9th or 10th player arrives late, s/he will be added to the bottom of the batting order. Teams may never have more than one player more of either sex (example: teams may have men/women combinations of: 4-4, 5-4, 5-5 but never 5-3, 6-3, 6-4).
- H. **Coed Rec Per Inning Run Maximum:** When a team scores 5 runs per inning it automatically shifts to defense, regardless of outs. **EXCEPTION:** This rule does not apply in the 6<sup>th</sup> and 7<sup>th</sup> innings, where there is no run limit.
- I. **Coed Rec Double Home Plate:** A second home plate shall be placed 8 feet from the back tip of home plate on an extended line from first base. Runners must reach the scoring (second) base before the ball reaches the catcher at home plate. The catcher must be touching the home plate. If runners touch the regular home plate, they will be out and the ball will remain live.
- A **no-return** line shall be placed 20 feet from home base. Runners passing the no-return line must continue their forward run to home plate. Runners tagged inside the 20 foot no-return line will not be out.
- J. **★Coed Rec Only:** Teams with eight (8) or nine (9) rostered players at game time have the option of "borrowing" one (1) or two (2) players from any coed rec team in their league to give them ten (10) players. Borrowed players must bat in the 9<sup>th</sup> or 10<sup>th</sup> spot in the batting order and play catcher or right field on defense. (By mutual managers' consent,

other defensive positions may be agreed upon.) If the 9<sup>th</sup> or 10<sup>th</sup> rostered players arrive late to their game, the borrowed players must vacate their position(s) in the batting order and their defensive positions. When utilizing this rule, managers must inform the umpire and opposing manager at the plate talk prior to the start of the game.

- K. **Batting lineup:** Teams have the option of batting all rostered players. Teams must declare the number of batters prior to the start of the game. Once the batting lineup is declared, it remains the same throughout the game unless a team has an eligible substitute. All players listed in the batting line-up or as an eligible substitute may substitute freely on defense, and they may be added to the bottom of the lineup if they arrive late.

Coed teams may not bat two players of the same sex consecutively. If this occurs, an out will be called for the missing player each time the player comes up in the batting order (9, 11, 13, 15 ... players).

- L. **Injury:** If an injury reduces a coed team to fewer eligible players than they started with, the batting lineup remains the same; an out **is** called only if there is an uneven number of men and women in the batting lineup.
- M. **Ejection:** If an ejection reduces a coed team to fewer eligible players than they started with, the batting lineup remains the same; an out **is** called for the missing player(s) each turn at bat.
- N. **Defensive positions** must consist of two males and two females in the outfield, three males and three females in the infield. The battery (pitcher-catcher) does not have to be opposite sex. A team may not have more than three of any gender in the infield or two of any gender in the outfield.
- O. **Overplay** is not allowed **except for a play being made on a runner at home plate**. A man cannot take a play away from a woman and a woman cannot take a play away from a man. The ball is dead; the batter is awarded first base; all runners advance one (1) base. Overplay will be the judgment of the umpire.
- P. **Walk Rule:** If a male batter is walked on three consecutive pitches (all batters start with a 1-1 count) intentionally or not, he automatically advances to second base, and all other runners advance if forced. The next batter (female) has her choice of walking or hitting, until she steps into the batter's box. If a male batter is pitched one or more strikes and is walked, he automatically advances to first base and all other runners advance if forced. The next batter (female) must hit. A foul ball is considered a strike.
- Q. **Creep Line:** A creep line 175 feet from home plate will be used in all Coed leagues. All outfielders must stand behind the line until the pitched ball crosses the plate. If fielders are in violation, the umpire will

signal a delayed dead ball. The batter is guaranteed a single if called "out" at first base (all runners advance one base, if forced), but may advance further at their own risk.

- R. **Intentional Delay of Game:** Should a team intentionally stall or slow down a game, it will first receive a warning from the umpire; on the second occurrence, the game will be forfeited.
- S. **Double First Base:** Double first base will be used in all leagues. If there is a play at 1<sup>st</sup> base, the batter/runner must touch the orange part of the base, and the defense must use the white part of the base. If a play is made at 1<sup>st</sup> base and the runner touches the white portion of 1<sup>st</sup> base, the umpire will call the runner out. If there is no play at 1<sup>st</sup> base ★ or if a collision is imminent between the runner and the fielder covering 1<sup>st</sup> base, the batter/runner may touch either the white or the orange part of the base.

#### **XIV. SENIOR MEN'S RULES (★Designates new rule)**

(City of Eugene and/or ASA Senior Men's Slow Pitch rules apply with the following modifications and points of emphasis.)

- A. All players begin their at bat with a 1-1 count.
- B. **Warm-Up Pitches:** A pitcher may have three warm-up pitches before the start of any inning; a relief pitcher is also allowed three warm-up pitches.
- C. **Called Strike:** It is a called strike when the pitch arches between 6 and 12 feet and touches any part of the mat-plate.
- D. **3rd Strike Foul Ball:** Batter is out on the 2nd foul ball after the 2nd strike.
- E. **Courtesy Runner Rule:** Unlimited courtesy runners are allowed each inning. Any player on the official line-up card, including available substitutes, may be used as a courtesy runner. A courtesy runner whose turn at bat comes while he is on base will be out. He will be removed from the base and come to bat. A second courtesy runner cannot be substituted at this time. A player may be a courtesy runner only once per inning. A courtesy runner may not run for an existing runner except for an injury. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning. **Courtesy runner for batter:** Each team may designate one player per game that may use a courtesy runner from the batting position. The courtesy runner must start from a designated spot at the backstop and cannot move until the batter makes contact with the ball. The courtesy runner cannot advance beyond 1<sup>st</sup> base for the duration of the batted ball play, unless an over the fence ground rule double or over the fence home run is hit. Then the pinch runner shall advance.

- F. **“Borrowing Players”:** Teams must start the game with a minimum of eight (8) officially rostered players. If a team has fewer than eight (8) rostered players, a forfeit will result, and teams are encouraged to add players from other teams and play a “practice game.” The score will be recorded as 7-0. Teams with eight (8) or nine (9) rostered players at game time have the option of “borrowing” one (1) or two (2) players from any senior team to give them ten (10) players. Borrowed players must bat in the 9<sup>th</sup> or 10<sup>th</sup> spot in the batting order and play catcher or right field on defense. (By mutual managers’ consent, other defensive positions may be agreed upon.) If the 9<sup>th</sup> or 10<sup>th</sup> rostered players arrive late to their game, the borrowed players must vacate their position(s) in the batting order and their defensive positions.
- G. **Ejection:** If an ejection reduces a team to fewer eligible players than they started with, the batting lineup remains the same; an out **is** called for the missing player each turn at bat.
- H. There is a **five (5) run limit** per inning except during the 6<sup>th</sup> and 7<sup>th</sup> inning in which there is no run limit.
- I. **Injury:** If an injury reduces a team to fewer eligible players than they started with, the batting lineup remains the same; an out **is not** called for the missing batter(s).
- J. **Batting Lineup:** Teams have the option of batting all rostered players. Teams must declare the number of batters prior to the start of the game. Once the batting lineup is declared, it remains the same throughout the game unless a team has an eligible substitute. All players listed in the batting line-up or as an eligible substitute may substitute freely on defense.
- K. **Intentional Delay of Game:** Should a team intentionally stall or slow down a game, it will first receive a warning from the umpire; on the second occurrence, the game will be forfeited.
- L. All players must **avoid collisions**. Runners at fault will be out. Defensive players at fault will be penalized by having the runner advance to the next base. Flagrant violators will be ejected from the game.
- M. **Sliding** is allowed.
- N. **Double First Base:** Double first bases will be used in all leagues. If there is a play at 1<sup>st</sup> base, the batter/runner must touch the orange part of the base, and the defense must use the white part of the base. If a play is made at 1<sup>st</sup> base and the runner touches the white portion of 1<sup>st</sup> base, the umpire will call the runner out. If there is no play at 1<sup>st</sup> base, ★ or if a collision is imminent between the runner and the fielder covering 1<sup>st</sup> base, the batter/runner may touch either the white or the orange part of the base.

- O. **Overruns** are not permitted at 2<sup>nd</sup> and 3<sup>rd</sup> bases. If a player overruns 2<sup>nd</sup> or 3<sup>rd</sup> base, the runner may be tagged out if not in contact with the base. If a player is returning to a base after making an attempt at the next base, the player must be tagged in order to be considered out.
- P. **A second home plate** shall be placed 8 feet from the back tip of home plate on an extended line from first base. Runners must reach the scoring (second) base before the ball reaches the catcher at home plate. The catcher must be touching the home plate. If runners touch the regular home plate, they will be out and the ball will remain live. A **no-return** line shall be placed 20 feet from home base. Runners passing the no-return line must continue their forward run. Runners tagged inside the 20 foot no-return line will not be out.
- Q. **Creep Line:** A creep line 175 feet from home plate will be used in all senior men's games.
- R. **Pitching Distance:** Pitchers must deliver the pitch with the pivot foot in contact with the 50' pitching rubber or anywhere within the 6-foot rectangle behind the 50' pitching rubber.
- S. **Over The Fence Home Run Rule:** All teams playing at Shasta 1-4, Amazon South and Jack Moore fields are limited to two (2) over the fence home runs per game, then progressive (one-up). The batter is ruled **out** for any home run in excess of this amount.

***ANY RULES NOT STATED WILL BE GOVERNED BY ASA SOFTBALL RULES***

**XIII. FINAL STANDINGS AND AWARDS**

- A. League standings will be decided on win/loss record.
- B. In case of a tie in the standings, places will be decided by:
  - 1. The win/loss record of the games played between the teams involved in the tie. Forfeits will automatically disqualify a team from placing above a team to whom they forfeited.
  - 2. The run spread difference of games during league season between teams (two, three, four, etc.) involved in the tie.
  - 3. If a tie remains for first and second place, head-to-head results are figured between each team involved in the tie and the next placed team.
  - 4. If a tie still remains, the run spread difference will be calculated between each team involved in the tie and the next placed team.
- C. Awards will be given to first and second place teams in all leagues (summer only).

- D. Any team forfeiting one (1) or more games may not be eligible for an award.
- E. Appreciation certificates for sponsors are available for sponsors at no charge. Contact the Athletics staff if your team is interested.

#### **XIV. PROTESTS**

Protests regarding either rule interpretation or player eligibility:

1. Rule Interpretation - Notification of intent to protest must be made by the coach or captain immediately before the next pitch. Protests must be written and submitted to the Athletics staff within 48 hours after the incident of protest. A \$25 fee must accompany the protest. Only teams that have their protest upheld will be refunded their \$25 fee. All protests will be reviewed by the Athletics staff and/or Softball Advisory Committee.

Protests must include name of umpire and team managers; date, time, location of the game; and all essential facts involved in the matter protested.

2. Player Eligibility - Protests of an ineligible player must be made to the umpire before the last out of the game. The umpire will check the player's picture ID and submit the name(s) to the Athletics staff. The Athletics staff will determine whether or not the player(s) is on the team roster. A fee deposit is not required.

To protest player eligibility, teams must ask for an I.D. check at the game. Protests will not be accepted after the completion of the game. NO EXCEPTIONS!!!

#### **XV. UMPIRES**

Umpires have final decision during the game. The umpire has full authority to take any action or remove any players or spectators from the playing area when, in his/her judgment, such action is necessary to maintain proper playing conditions.

#### **PLAYERS' CODE OF CONDUCT**

Managers and/or captains are responsible for the conduct of their players and spectators. Points of Emphasis:

1. ONLY managers or team captains shall converse with the umpires over any rule or decision made concerning a particular play.
2. Anyone not associated with a team will not be permitted on the players' bench or dugout during the game. Only players, manager, coach, scorekeeper, bat carrier, and sponsor will be allowed on the

player's bench.

3. Any player ejected from a game will be suspended for a minimum of one (1) additional game.
4. Upon a team's second (2<sup>nd</sup>) ejection of the season and subsequent ejections, the manager will also be suspended for the next game. Any player who is ejected from two (2) games during the season will automatically be suspended for a minimum of one (1) calendar year. For players who participate in both Men's/Women's and Coed leagues this rule applies to one ejection from each league or two (2) ejections from the same league.
5. No player shall shove, push, lay a hand upon, or physically attack an umpire or player before, during, or after the game. The player shall immediately be ejected from the game and receive a minimum suspension of one (1) calendar year.
6. No player shall use abusive verbal attacks or threaten an umpire or player before, during, or after the game. The player shall immediately be ejected from the game and suspended for a minimum of one (1) additional game.
7. No player shall refuse to abide by the umpire's decision or use tactics or demonstrations that show disapproval. Any player doing so may be ejected from the game and suspended for a minimum of one (1) additional game.
8. Any player who initiates a swing or physically attacks another player will be suspended for a minimum of one (1) calendar year.
9. Any player who has been ejected from the game must not heckle the umpires. If, after a warning to the team manager/captain, the offender continues to heckle the umpires, the game will stop and a win will be awarded to the opposing team.
10. Any team or individual whose behavior is unbecoming to the City of Eugene Athletics program may be expelled from competing for a minimum of one (1) calendar year.

### **FIELD LOCATIONS**

**Amazon Ballfields:** 24th and Amazon Parkway. Amazon North (Jack Moore) & South are on the north side of 24<sup>th</sup> Street, and Amazon 3 is on the south side of 24<sup>th</sup> Street behind Roosevelt MS.

**Ascot Park:** 2800 Bailey Lane (adjacent to Monroe Middle School).

**Graham Ballfields:** 24th and Polk.



**Petersen Barn Park:** 870 Berntzen Road

**Shasta Ballfields:** 4556 Barger Drive (adjacent to Shasta Middle School).

Please park in parking lots. Cars parked in yellow zones and fire lanes will be subject to ticketing and/or towing.

**DO NOT PARK ON THE FIELDS OR TURF AREAS!**